

**Amendments to the Specification:**

Please insert the following abstract after the final page of claims of the application:

A deferred graphics pipeline processor comprising a texture unit and a texture memory associated with the texture unit. The texture unit applies texture maps stored in the texture memory, to pixel fragments. The textures are MIP-mapped and comprise a series of texture maps at different levels of detail, each map representing the appearance of the texture at a given distance from an eye point. The texture unit performs tri-linear interpolation from the texture maps to produce a texture value for a given pixel fragment that approximates the correct level of detail. The texture memory has texture data stored and accessed in a manner which reduces memory access conflicts and thus improves throughput of said texture unit.